



END OF DAYS CAMPAIGN

Player's Guide

***A GUIDE TO CHARACTER CREATION,
BACKGROUNDS, AND GETTING STARTED
FOR THE END OF DAYS CAMPAIGN***



End of Days Player's Guide

Introduction

Arg! This be Batfoot. Darkwayne and I (the Gremlin Brothers) welcome you to our *END OF DAYS* © campaign. If ye are about to start on this campaign, be warned - it's not for the feint of heart. You might die, or worse, blow it for the whole world. It can be, er, a lot of pressure. This is your guide to getting started and getting your character ready for great things.

Our campaign begins in the famed River Kingdoms of Avistan, in an out of the way barony called Tsentarev. We will start with a bit of introduction to that land. We also have some unique options for ancestries and backgrounds and some ideas to create your backstory. After that, you're on your own so...buy a lot of weapons!

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WELCOME TO TSENTAREV

Tsentarev is a lonely land of mist-filled forests, foreboding swamps, and desolate hills. Winter comes early and stays late. Spring and fall are rainy and dismal, and summer is all too brief. The folk of the villages rarely see outsiders, and are suspicious and superstitious. It has been seven years since the death of the elder baron divided Tsentarev among his sons, Wulfen and Darkwyn Savinoy.

Recently, the land has been in decline. The summers grow colder and the winters longer. Crops yield less each year, hops turn sour on the vine, and the hunters routinely return empty-handed. Even the once abundant fishing on the Black River has waned, and the fish caught there are sickly and small. No one is sure why. Conflict between Wulfen and Darkwyn has been simmering for months. You've heard rumors that their strained relationship has been worsening and talk of war is in the air.

WULFEN'S HOLDINGS

Castle Savinoy Wulfen retains his father's original hold, Castle Savinoy. This aging castle sits on the bank of the Cherna Reka and is home to about one hundred and fifty souls, including Wulfen's castle watch of 40 men.

Savinoy Village Castle Savinoy is supported by the village of Savinoy with its sprawling fields of wheat, bulgar, and rye. Riverboats bring the day's catch to sell in the market. Few services exist here, save for a pub for the locals. Most artisans and even the twice-weekly market are inside the castle.

Buckhouse Cross The halfling settlement of Buckhouse Cross is a mill town, where most of the grains are brought to a collection of water mills. The halflings here are a hardy type of worker with quick tempers and an affinity for the drink. The mills are dangerous, and accidents are all too common.

Kribul Kribul is the breadbasket of Tsentarev, providing much of the grains and meat. The villagers

here raise sheep; Shepherds flood the hills and draws in the summer. The Kribul valley is home to about 80 scattered farmsteads and some of the richest soils in the land.

DARKWYN'S HOLDINGS

Raven's Roost Darkwyn resides at the fortified summer palace of his father. A low wall surrounds the palace, and a small village exists to provide for the Roost. Raven's Roost sits on a hill above a dense surrounding forest of beech, oak, and ash. Everyone knows the sad story of how, before he was lord, Wulfen's wife, Ismerelda, died here in a tragic fall. Her body reposes in a mausoleum on the grounds.

Helve The village of Helve is known for its large hammer-wielding workers who quarry stone for their lord. The men here work long hours with heavy hammers and have a reputation for being strong and dangerous. Helve is home to several water-powered hammer mills for cruising rock. They are extremely noisy such that those who work there quickly lose their hearing. The term "deaf as a Helver" is common in Tsentarev.

Darkkart The village of Darkkart lies in the coal-bearing hills that form the eastern edge of the barony. The town and surrounding area are inhabited by the "coal-mad" miners. The folk here are driven mad by inhaling mercury fumes from the local coal, both from mining and burning it in their homes. The village is a dark mine town, with coal dust and coal prints on nearly everything. Visitors say the old men and women cackle madly as they approach, the children hide, and the people are rarely friendly. Most people avoid it when they can. Coal merchants only come here in the morning and leave by noon. The people here are often referred to as "burners."



OTHER PARTS OF TSENTAREV

Bellwether Abbey Bellwether Abbey sits at the base of the Echo Wood and once served the traders that plied the route in the summer. Now it is home to an insane asylum that serves the disturbed folk of the region. Bellwether Abbey accepts new patients only once per year when the road through Nightwater Swamp is passable.

Cherna Reka The Black River flows from the vast Nightwater swamp; building from numerous smaller streams, it becomes a large and deep artery by the time it reaches Castle Savinoy. The river is frozen for several months in the winter and breaks up in the late spring. Its once-abundant fishing for trout and eel has waned in the past year. Freshwater pearls are found in the deep pools of the lower river.

Fall River The Fall river is filled with cascading rapids. It is formed from streams in the Echo wood and the coal hills. The Fall is unnavigable upriver of Helve but sees some boat traffic in the lower river before the confluence with the Cherna Reka. Its mighty falls drive the hammer mills of Helve.

Nightwater Swamp The Nightwater is a murky, misty, cold swamp formed from the runoff from melting snow and numerous streams in the Echo Wood. It's filled with sickly trees and dark pools. In times past, the swamp could be traversed on a stone road, but as the area slowly flooded and is now only passable for a short time at the end of summer.

CHARACTER DESIGN

This is your guide to creating a character for the *END OF DAYS* © campaign. You begin at Castle Savinoy, so your character should have a reason for being in the backwaters of the River Kingdoms. This supplement contains many castle backgrounds specific to this campaign (and easily adapted for others). You are, of course, free to choose from any background you want. Your character can be any alignment you

wish, but in the end, this is not an adventure for evil characters.

There are several pre-generated characters that are well-suited for the coming adventure. You can find them as a free download on the [Pathfinder Infinite](#) site. That said, all classes have a chance to shine in the *END OF DAYS* © campaign. To get the most out of the experience (and live through it), here are some pointers:

The *END OF DAYS* © campaign will take your character on a journey across many lands. Saving the world is serious business, so your character must be ready to travel. The adventure crosses trackless woods, treacherous swamps, stormy seas, teeming jungles, and more. Characters that can get by in the wilderness will be helpful!

You'll need more than brawn to survive. Arcana, Occultism, Religion, and Medicine will be important skills to uncover the deep mysteries you'll follow. The world you'll travel in also has a some technology, from steamships to airships. Engineering Lore, Thievery, and Crafting might just save the day. But don't leave your sword at home. There might be a wee bit o' fighting to be done.

At the end of the day, you'll need companions you can count on. The times will get tough, the journeys long and the nights lonely. You might want to bring along someone who can play a tune and keep your spirits high in the worst of times.

CHARACTER ANCESTRY & HERITAGE

Dwarves

Few dwarves inhabit Tsentarev, and those that do are most often miners, smiths, assayers, engineers, masons, or artilleryist. The dwarves that come here bring a long lineage of craftsmanship and guild secrets and earn good coin for their service. They are proud and respected for their hard work and skill.



Elves

The elves of the Echo Wood's deep pine forests are reclusive and seldom seen. Nearly all elves serve queen Alloywna - the Dark Forever. The elves' dark forest dress and secretiveness never helps thwart any suspicion on them. Neither does their association with Azlanti ruins. Still, the occasional elf finds their way into the house of a lord as an ambassador or even a spy

Echo Wood Elf Heritage

Raised among the dark pines of the haunted Echo Wood, you are used to fighting evil magic. You gain a +1 circumstance bonus to attack and damage rolls against undead. You gain a +1 circumstance bonus to your Willpower and Fortitude saves against effects generated by undead.

Humans

Humans make up the bulk of Tsentarev's population. Most humans are peasants in the service of feudal holds. Humans are suspicious and insular but hard-working and deeply religious.

Half-elves meet the same suspicion as elves. People assume that anyone with elf blood is a spy, a lich, or worse. As men and elves rarely mix, a half-elf often finds they have no home at all among the peoples of Tsentarev. This makes them naturally resilient fighters or diplomats, depending on their ilk.

Half-orcs are feared for their strength and prized as warriors. As such, the half-orc in Tsentarev is afforded some greater respect than in other areas. Serving as sergeants in armies, house guards, and enforcers, the half-orc has a place here. Many come from as far as Belkzen to seek work.

Gnomes

The Gnome is rare in these lands, making folks wary of them immediately. The few that are here are usually tinkers, clock-makers, or toy makers. Gnomes are clannish. The ones that live in human settlements raise their families in their traditional

ways, and their children seldom socialize with those of the settlement.

Clockmaker Gnome Heritage

You are adept at crafting working clocks, an endeavor that requires extreme patience, manual dexterity, and a unique mind. You gain a +1 circumstance bonus to all of the following (a) checks to disable a device, (b) Crafting a device with moving parts, (c) Willpower saves on patience, and (d) Perception checks to spot mechanical traps.

Halflings

The halfling of this region are somewhat unlike their kin elsewhere. They are hard-working folk, prone to drunkenness and brawls. They are surly and quick-tempered and ill about most subjects. Nearly all come from the mill town of Buckhouse Cross, where they work in dangerous water-powered mills where getting a finger ground off by a gear wheel is all in a day's work. Buckhouse halflings refer to each other as "haffers."

Buckhouse Halfling Heritage

You are a hard-working, hard-drinking, salt-of-the-earth type of haffer who takes life one day at a time and weathers hardships in stride. Alcohol affects you at half the rate it does an average person. You take a +1 circumstance bonus to Fortitude saving throws.

Goblins

The Goblin tribes live undisturbed in the marshes and fens, where humans rarely dare to go. These goblins sometimes live among humans serving as coal miners, stokers, messengers, fishermen, trappers, and freshwater pearl divers.

Marsh Goblin Heritage

You grew up in the marshes and swamps of Tsentarev. You gain a +1 circumstance bonus to Nature, Survival, Stealth, and Perception while in a swamp.



Castle Backgrounds

In this section, we provide backgrounds for people commonly found in a castle. While these backgrounds are for this specific castle and campaign, they are easily adapted to any character. There are also two village backgrounds from Tsentarev.

ASTROLOGER

BACKGROUND

You read the stars for his lordship. Lately, there has been much trouble forecasted in them, and you are not sure what it portends. You gain two ability boosts. One must be Intelligence or Charisma, and the other is a free ability boost. You are trained in Occultism and Astrology Lore. You gain the Additional Lore skill feat for free.

CASTLE SERVANT

BACKGROUND

Your job was to tidy up rooms, prepare fires, empty ashes, and chamber pots and keep the castle running. You learned the ins and outs of castles and nobles and how to get around. You gain two ability boosts. One must be Charisma or Constitution. The other is a free ability boost. You are trained in Stealth and Local Lore, and you gain the Experienced Smuggler skill feat.

COAL-MAD COALER

BACKGROUND

You hail from the coal hills of Tsentarev. Your brain is partially ruined by inhaling mercury fumes. You are prone to fits of violence and eccentric behavior. You gain two ability boosts. One must be Dexterity or Constitution; the other is a free ability boost. You gain a +1 circumstance bonus to saving throws against poison and fear.

CHAMBERLAIN

BACKGROUND

The Chamberlain is a hereditary office. It is one handed down to you from your father at a young age. You are in charge of the castle

wardrobes, which includes the clothes of the nobility and the liveries of knights and the lord's coat of arms. You keep the Great Hall under your tight supervision. Of course, your primary concern is always the comfort of the nobility. You gain two ability boosts. One must be Wisdom or Charisma; the other is a free ability boost. You are trained in Society and either Heraldry or Nobility Lore. You gain the Canny Acumen feat in Perception.

CONSTABLE

BACKGROUND

You look after the lord's horses and command the grooms, houndsmen, huntsmen, and falconers. Keeping such a motley crew in order is no small task, considering they are a rowdy lot. You gain two ability boosts. One must be Strength or Charisma and the other is a free ability boost. You are trained in Intimidation and Hunting Lore. You gain the Group Coercion skill feat.

COURT PHYSICIAN

BACKGROUND

Your duty is to attend to the Lord and his family's medical and dentistry needs. Outside of that, you are ready to minister to the army's needs and troops in battle. You gain two ability boosts. One must be Intelligence, and the other is a free ability boost. You are trained in Medicine and Anatomy Lore. You gain the Battle Medicine skill feat for free. You begin the game with a healer's kit.

GONGFARMER

BACKGROUND

You have the job of cleaning the castle's outhouses and privies and command a team of youngsters. Such a job has given you an affable and carefree personality, quick with the jokes and humor required by such a profession. You gain two ability boosts. One must be Constitution or Charisma; the other is a



free ability boost. You gain a +2 circumstance bonus to Fortitude saves against disease. You are trained in Diplomacy and have the Glad Hand skill feat.

HEAD COOK **BACKGROUND**

You were in charge of the castle kitchens and a team of undercooks, cupbearers, servers, and the pantler who maintained the pantry as well as various brewers, slaughterers, poulterers, wafer-makers, and under chefs. You gain two ability boosts. One must be Charisma or Intelligence, and the other is a free ability boost. You are trained in Intimidation, Crafting, and Food Lore and have the Assurance skill feat with Crafting.

HEDGE WARDER **BACKGROUND**

You inspect the fences and hedges in the village that supports the castle. You repair and trim these boundaries, keep the grounds, insure the crops are sowed properly, and the livestock is tended, and protected. You carry a horn that is part of the badge of your office. You gain two ability boosts. One must be Wisdom or Charisma; The other is a free ability boost. You are trained in Stealth and Farming Lore. You gain the Terrain Stalker skill feat.

HELVEN HAMMERER **BACKGROUND**

You hail from the village of Helve, where breaking stones and hard labor has made you strong and brutish. You gain two ability boosts in strength. You are partially deaf from the loud water-driven hammers you work near. You take a -2 circumstance penalty to Perception checks to notice sounds. You have the trained proficiency in and start with a maul.

MASTER FALCONER **BACKGROUND**

The master falconer is a higher office than it might sound. Of noble birth, your station as falconer is a prestigious office. You tend and train the castle's falcons. Such marvelous birds have always been your friends in times of need. You gain two ability boosts. One must be Wisdom or Charisma, and the other is a free ability boost. You are trained in Nature and Bird Lore, and you gain the Train Animal skill feat for free. You begin the game with a loyal falcon animal companion that knows one trick.

MASTER OF THE HOUNDS **BACKGROUND**

You look after the hounds. You understand hounds deeply. You gain two ability boosts. One must be Wisdom or Charisma, the other is a free ability boost. You are trained in Nature and Hound Lore. You gain the Train animal skill feat for free. You begin with a guard dog companion that knows one trick.

MASTER HUNTSMAN **BACKGROUND**

You lead the lord and his associates on hunting events and attend to the lord during hunts. Were it not for you, the lord and his friends would have nothing to brag about. You know every square inch of the grounds and wood like the back of your hand. You gain two free ability boosts. One must be Constitution or Wisdom, the other is a free ability boost. You are trained in Survival and Hunting Lore. You gain the Experienced Tracker skill feat.

MASTER OF THE WARDROBE **BACKGROUND**

Serving beneath the house chamberlain, guild, you attend to his lordship's wardrobe, a task of no little importance. You ensure the lord dresses in finery. Your exacting nature on such matters makes you hated among the



castle's clothiers and launderers. You take your job perhaps a little too seriously, but it's all you have on which to stake your reputation. The position was your fathers and his before him. You gain two ability boosts. One must be Wisdom or Charisma, and the other is a free ability boost. You are trained in Diplomacy and Fashion Lore, and you gain the Hobnobber skill feat. You begin the game with three sets of fine clothes.

PLAYWRIGHT

BACKGROUND

You write plays to entertain his lordship and put them on. Without many players, you are usually forced to use servants, but the show must go on! You gain two ability boosts. One must be Intelligence or Charisma, and the other is a free ability boost. You are trained in Performance and Theatre Lore. You gain the Impressive Performance skill feat.

REEVE

BACKGROUND

You are the overseer of the peasant's feudal obligations to the lord. As such, you are quick-witted, sharp-eyed, and almost impossible to deceive. You gain two ability boosts. One must be Wisdom or Charisma, and the other is a free ability boost. You are trained in Intimidation and Farming Lore. You gain the Quick Coercion skill feat.

WINEMAKER

BACKGROUND

A sodden lush of a person you are! You spend your life tending the sickly weeds the lord calls a vineyard. You could make beautiful wine if only given the opportunity. Now you drink most of your sorrows away on swill, dipping into the barrel every time one of your incompetent underlings does something annoying. But the Lord never complains, and no one knows you make the wine taste better by adding a wee bit of lard. You gain two ability boosts. One must be Constitution or Intelligence; the other is a free ability boost. You are trained in Crafting and Wine Lore. You gain a +1 circumstance bonus on checks to detect poison or spoiled food. You start the game with a bottle of excellent wine (value 5gp).





BACKSTORY

Next, you will want to craft a story for your character as to why they are in Tsentarev. Here are some ideas to speed you along;

Alchemist The lords in Tsentarev often employ an alchemist to keep up their stock of alchemist's fire to ward off intruders or tend to their insatiable quest for gold or even immortality. Itinerant alchemists can always find work plying their craft in the towns and land holds. Many villages in Tsentarev have "village alchemists" who know a few formulas passed down for generations. Some of these sorts are not content to follow the paths of their parents and set out to adventure.

Barbarian While Tsentarev does not have any barbarian tribes, many people who fit this description. These rage-filled warriors make their living brawling in battlefields, taverns (and really anywhere). People from Helve, Darkkart, and Buckhouse Cross frequently fit this description. Others come in from southern Numeria, making the treacherous journey through the Echo Wood to raid, trade or find adventure.

Bard The natural suspiciousness of just about everyone is set aside for the traveling musician or performer who can bring a brief moment of joy to the otherwise dreary life in Tsentarev. Bards are always afforded a seat by the fire, ale, and a meal so long as they can weave a good tale or song.

Champion The Champion is the paragon of virtue and righteousness in Tsentarev. Champions are almost always attached to a lord and formed into an order of knights in one of the two landholds. Champions can expect to be treated like kings in the villages and be fed and cared for as if they were the lord himself.

Cleric The people of Tsentarev have little outside of religion to turn to. More established clerics may have a territory such as a village or hold that they serve, while younger clerics might travel among many rural households ministering services to the people. Most traveling clerics carry a trip-tych or minor artifacts they use in religious teachings. Because the original inhabitants were migrants from Ustalav, the worship of Pharasma is widespread.

Druid The druid represents the old ways - ways that are dying out. Yet, in many areas where the reach of the human churches has not been strong, druids are the defenders of the people. They make crops grow, heal sick animals and keep the forests and glades healthy. The age-old order of Druids in Tsentarev is known as The Ocem (the eight).

Fighter Fighters in Tsentarev are granted respect. Fighting men in service of a lord, are often given a tin cup during their service. Those with the cup on their belt are given a wide berth by anyone who sees it, as a trained fighting man is as good as six untrained peasants.

Monk The only monastery in Tsentarev is at Bellwether Abbey, where they serve the abbot Faccin Orros in caring for the mentally infirm. Their remote location puts them in need of fighting skills which they practice daily, favoring the crane style (from the birds that are commonly nesting in the Nightwater Swamp).

Ranger Rangers do the dirty work in Tsentarev, tracking down things that plague towns, from criminals to monsters. Rangers are feared by ordinary folk, as they are elusive and move like shadows. All towns employ rangers to manage threats outside the village.



Rogue Many live by their wits in Tsentarev; thus, Rogue defines many professions. Crime is rare in the small and insular villages as many families have known each other for generations and newcomers are few. Rogues in Tsentarev are often multi-skilled individuals who need many types of abilities to get by.

Sorcerer Sorcerers are feared, and any magical abilities in young people are squashed if they can be kept secret. And yet, many smaller villages have at least one person with magical bloodlines (often from fey or hags) who helps protect the town and its people.

Wizard Nearly all land holds employ a Wizard who is usually classically trained in arcane magic. Wizards are scholars and take their magic pursuits very seriously. They are used to being the smartest person in the room and don't like any competition for that position

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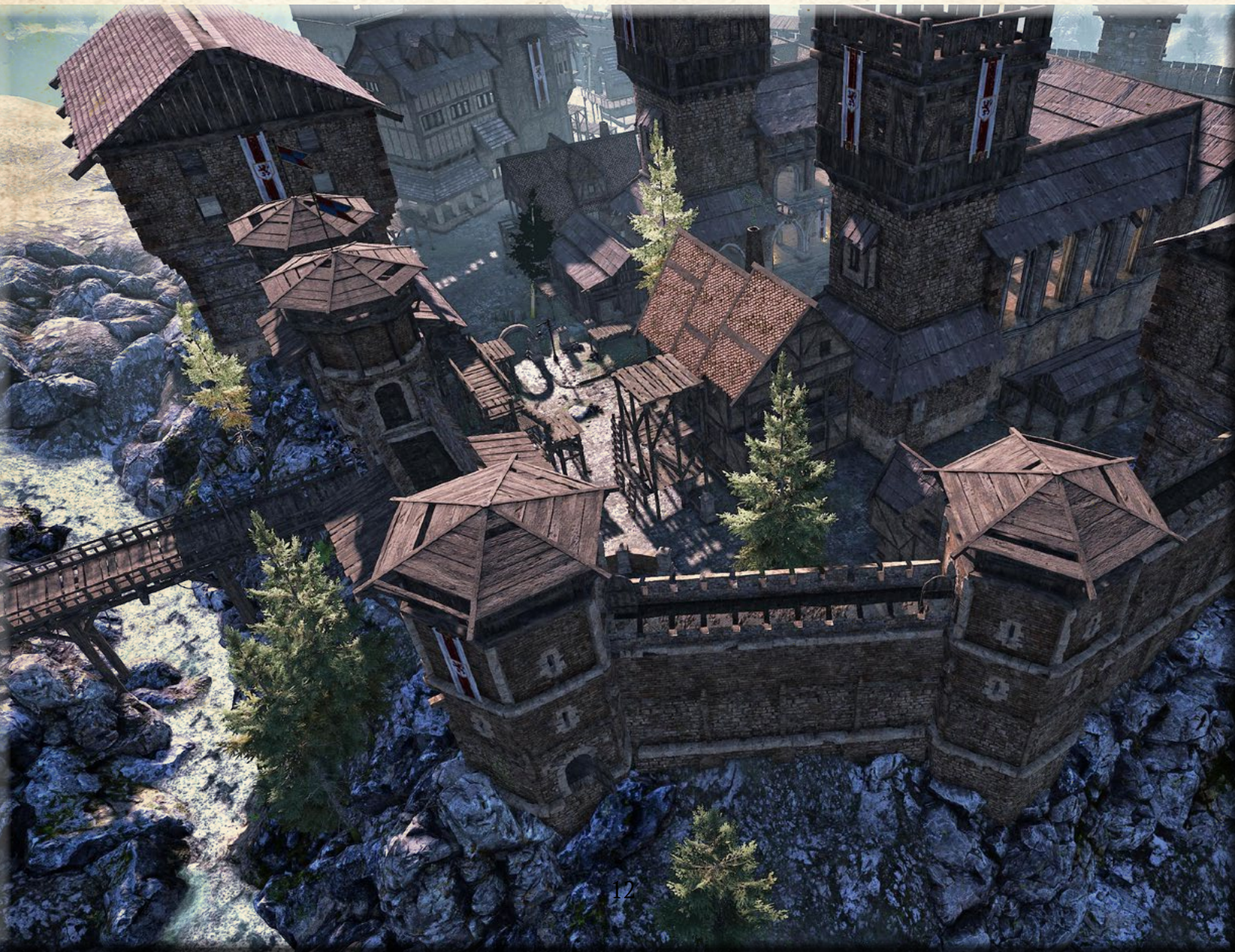
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